

Unity Lab 1: Getting Started

First, complete the 1st Mission: **Editor Essentials** in the **Unity Essentials Pathway**:

<https://learn.unity.com/pathway/unity-essentials> (You will eventually submit your completion of the pathway to me on Brightspace as the semester progresses)

Then, progress into the lab.

Lab Instructions:

1. Create a new 2D project.
2. Import one package of free assets (such as the starter assets - third person: <https://assetstore.unity.com/packages/essentials/starter-assets-third-person-character-controller-196526>)

Play around with them a bit. If you're having trouble with this, skip this step.

3. Add in (at least) one image to your scene.

To do that, find an image that you like. In the Project window, right-click Assets and choose Import New. Choose the Image. You should see it added to the Assets folder. If necessary, in the Inspector window, change "Texture Type" to Sprite (2D and UI).

Then drag it onto the scene and adjust position and scale as necessary.

4. Create a background by finding an appropriate image and proceeding as above. Then, in the Sprite Renderer section, find "Sorting Layers." Click on it, and choose "Add Sorting Layer."

Add a layer called "Background" and drag it up on top of Default. (Higher layers = deeper in background.) Select "Background" in Sorting Layers. OR set the Z value to be greater.

5. Repeat this procedure so that your scene has a distinct background and foreground.

This lab will not be collected, but hang onto it, because we'll revisit it next week.